AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game device executing game processing relating to a game character holding attack means, the game device comprising:

signal input means for inputting a direction instruction signal and an attack instruction signal;

attack instruction signal input determining means for determining whether or not the attack instruction signal is inputted by the signal input means;

game character moving means for moving the game character in virtual space on the basis of the direction instruction signal inputted by the signal input means while the attack instruction signal is not being inputted by the signal input means; and

attack direction changing means for changing an attack direction resulting from the attack means on the basis of the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means,

wherein the attack direction changing means changes the attack direction resulting from the attack means on the basis of the direction instruction signal inputted by the signal input means while restricting the movement of the game character based on the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means, and

wherein the posture of the game character and the attack means is also changed based on the direction instruction.

2. (cancelled)

3. (currently amended): The game device of claim 1, further comprising parts data storage means for storage of plural parts data representing a posture and relative position from a given origin of each part of the game character,

wherein said parts data are defined within a game character coordinate system, and linkages related to the body structure of the character with respect to an origin in said character coordinate system are provided, and

wherein the attack direction changing means includes parts data partial updating means for updating part of the parts data stored in the parts data storage means on the basis of the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means, with the attack direction changing means determining the attack direction resulting from the attack means on the basis of the part of the parts data stored by the parts data storage means.

4. (currently amended): The game device of claim 1, wherein the game character moving means includes character origin coordinate storage means for storing position coordinates in the virtual space of the character origin set in the game character, wherein said game character is defined within said virtual space by linkages related to the body structure of the character with respect to said character origin, and ~~with~~ wherein the game character moving means ~~updating~~ updates the position coordinates stored in the character origin coordinate storage means on the basis of the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means.

5. (previously presented): The game device of claim 1, wherein the attack means continuously or intermittently attacks an attack target.

6. (currently amended): A game control method relating to a game character holding attack means, the game control method comprising:

an attack instruction signal determining step of determining whether or not an attack instruction signal is inputted by signal input means;

a game character moving step of moving the game character in virtual space on the basis of a direction instruction signal inputted by the signal input means while the attack instruction signal is not being inputted by the signal input means; and

an attack direction changing step of changing an attack direction resulting from the attack means on the basis of the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means,

wherein the attack direction changing step changes the attack direction resulting from the attack means on the basis of the direction instruction signal inputted by the signal input means while restricting the movement of the game character based on the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means, and

wherein the posture of the game character and the attack means is also changed based on the direction instruction.

7. (currently amended): A program for causing a computer to function as a game device executing game processing relating to a game character holding attack means, the program causing the computer to function as:

attack instruction signal input determining means for determining whether or not an attack instruction signal is inputted by signal input means;

game character moving means for moving the game character in virtual space on the basis of a direction instruction signal inputted by the signal input means while the attack instruction signal is not being inputted by the signal input means; and

attack direction changing means for changing an attack direction resulting from the attack means on the basis of the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means,

wherein the attack direction changing means changes the attack direction resulting from the attack means on the basis of the direction instruction signal inputted by the signal input means while restricting the movement of the game character based on the direction instruction signal inputted by the signal input means while the attack instruction signal is being inputted by the signal input means, and

wherein the posture of the game character and the attack means is also changed based on the direction instruction.

8. (original): A program distributing device including an information storage medium in which is stored the program of claim 7, wherein the program is read and delivered by streaming or downloading.

9. (cancelled).

4